

San Leandro
Computer Club April 1995
Journal

How many computer programmers
does it take to change a light bulb?



A. None - It's a hardware problem!

San Leandro Computer Club

P.O. Box 1506
San Leandro, CA 94577-0374

An independent, money losing organization of Atari computer users. Membership, at \$20, doesn't buy you a whole lot, but the price has never been raised. Call an officer to join.

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(Call them with questions)

Beginners ST: Jim Moran (510)865-6122
Beginners 8-Bit: Glenn Fowler (510)530-7128
Beginners Clone: Jim Moran (510)865-6122
Business: Ralf Herman (408)257-7760
Publishing: Jim Hood (510)672-1244

Election of Officers is coming up in June so now is the time to nominate candidates for the prestigious positions of President, Vice President, Secretary and Treasurer. Think of all those people who you'd like to get back at for whatever reason and nominate them. The only restriction is that they be members in good standing. Don't get mad - get even!! Bring your nominations to the April and May meetings.

Journal Staff

Editor: Steve Goldstein (408)257-2058
8-Bit Editor: Bob Woolley (510)865-1672

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Get on Pac Bell's Toll Road to the
Information Superhighway
Call a BBS

8-Bit West

(510)895-8022

April

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
						1
2	3	Main Meeting 8:00 PM	5	6	7	8
9	ST SIG Meeting 8:00 PM	11	12	13	14	15
16	17	18	19	20	21	22
Journal Deadline 12:00 PM	24	25	26	27	28	29
30						

OUR LATEST 8-BIT D.O.M.

By Bob Scholar SLCC 8-bit Software Chairman

SLCC1304.DOC
APRIL 1995

GENERAL COMMENTS

This disk features Version 2.0 of PRINTSTAR (by Tom J. Andrews); plus a group of 9 MVM DEMOS. It also has a special EFFECTS (Printout) DEMO which uses PRINTSTAR (a .TEXT file explains it) and a short history of the PRINTSTAR program. The back is completely filled with the MVM DEMOS.

Note that this month's disks are un-notched (write protected).

The SLCC Journal this month has a new, and drastically reduced format-finances again! More on this, later!

D.O.M. SUMMARY

The front has 2 Games, 1 UTILITY, 1 DEMO, and 3 TEXT/DOC files (besides this one). The back has 8 MVM DEMOS.

CONTENTS- DISK #1304:-

Front:-

*SLCC1304.DOC	028	HELLO	010
AUTORUN .SYS	002	MENU	034
DOS .SYS	037	PSTR20 .BAS	100
PSTR20 .DOC	107	EFFECTS .TXT	059
EFFECTS .PSP	080	PSHISTORY.TXT	019
CL .BAS	187	SNOWBIRD.BAS	044
	000	FREE SECTORS	

Back:- Boot without BASIC!

MVM (Movie) DEMO:-

PUPPET .MVM	077	ROBOT2 .MVM	058
CNTDWN .INI	047	ED .MVM	045
MAN1 .MVM	098	DOG .MVM	048
SPACE .MVM	068	SPRITE .MVM	081
MAGIC .MVM	083		
	011	FREE SECTORS	

PROGRAM DETAILS

CL.BAS (The Calif. Lottery ticket game) is another Game from a group by J.R. Payne, it was on the AIM disk of Feb./March 1992. For one player with Joy/Stick. It's self documenting.

EFFECTS by Tom J. Andrews has two programs (*.TXT and *.PSP). The first shows how you can use PS (PRINTSTAR) to create special EFFECTS in printed text. The second (Printout Sample??)

is a DEMO using that text. Both were published on OHAUG's Newsletter disk for 1,2/1994. I added a short intro. to the TEXT file, re this background. If you print out the DEMO, you'll see a page with three text columns, using condensed (16 CPI) type, with 8 Lines Per Inch (vertically) and a number of special effects scattered through the text (including BOLD, Italics, Double Width, underlined, & superscript type and combinations of these). All you need to do is use DOS "C" to copy the file directly to your Printer (EPSON or Gemini-compatible, only!).

PSTR20.BAS (PRINTSTAR 2.0) is the current version of this fine printing program by Tom J. Andrews. There is also an excellent DOC plus a (short) HISTORY.TEXT. I've used the program, and found no Bugs! I have written to Tom Andrews, expressing my thanks and suggesting a possible minor addition which could be used to print text for a 6" X 9" page.

MVM (Movie Maker) a DEMO was sent to me by Alex Pignato, the President of OHAUG. It's like PACUS CIRCUS (on SLCC#1003). It uses the entire back side of the disk. It works on XL/XE or 400/800. No instructions needed; just boot without BASIC. It has DOS and AUTORUN (hidden) files- not shown on the Directory. I know of at least two other full MVM disks. Maybe- in the future ???

SNOWBIRD is a Game by John Weber; from ANTIC for 1/1984; for one player with J/S. The scene is a frozen lake through which the the water rats (!?) pick their way. When a rat arrives at the surface, it runs to another water hole, submerges, and then gnaws thru the top again. As the Snowbird, you must patrol the lake from a telephone pole and eliminate the rats. The fire button makes the Bird soar- releasing it makes him dive. The game ends if he touches water. Play is in 6 levels -each progressively tougher!

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General Meeting

Tuesday April 4, 1995 8:00P.M.
San Leandro Community Library
300 Estudillo Avenue
San Leandro

ST/PC SIG

Monday April 10, 1995 8:00P.M.
San Leandro Community Library



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